Thirteen
robot (clunky, mostly humanoid)
pronouns: they/them
compared to humans: average height and build (compared to human)
background:
scullion
~~pathetic~~ feeble (from lifeline event) wealth
Type: killer
religion: "The Holy Flesh"
appearance: bedraggled
values: vengeance
idealizes no one
treasures a musical instrument (electric violin)
personality traits: stoic, trusting

Agility (13/6)	Cunning (5/2)	Intelligence (11/5)	Nature (4/2)
Dodge, Jump, Quickness, Stealth, Dagger	Conceal, Contacts, Lie, Sudden Strike, Evade, Flatter	Business, Literacy, Medical, Memory, Sanity	Terrain, Direction, Forage, Plants, Tame, Creatures, Camp
Moving	*Deceiving*	*Connecting*	*Burgeoning*
Alertness (16/8)	**Dexterity (7/3)**	**Knowledge (11/5)**	**Stamina (16/8)**
Empathy, Listen, Search, Track, Wake Up	Aim, Bow, Crossbow, Filch, Forgery, Unlock	Customs, Languages, Legends, Poisons, Theology, History	Run, Swim, Will, Carry On
Communing	*Changing*	*Knowing*	*Defending, Summoning*
Charm (6/3)	**Fate (7/3)**	**Mechanical (15/7)**	**Strength (11/5)**
Bargain, Entertain, Interrogate, Preach, Sincerity	Weird Lore, Artistry, Intuition	Build, Traps, Repair, Tweak, Improve, Duplicate	Bully, Climb, Ride, Brawling, Sword, Hafted, Polearm
Commanding	*Width, Depth, Height, Length*	*Transforming*	*Destructing*

Race and Type Specialties
Obey, Locate

Specialties I don't have are treated as having half the attributes value!

Defense base value 14 (stamina+agility)/2

(see pg 123 LL)	armor	total	Wounds (see pg 159 LL)
head (base/2+armor)	+3	10	L M H C
chest (base+2+armor)	+1	17	L M H C
left arm (base-1+armor)	+1	14	L M H C
right arm (base-1+armor)	+1	14	L M H C
left leg (base+0+armor)	+1	15	L M H C
right leg (base+0+armor)	+1	15	L M H C

dark grey, dull metal; some dents and scratches; no "hair"; mechanical parts like joints are clearly identifyable, no "skin" cover over the metal; no "clothes". I imagine that the humanoid body is basically a lot of empty space, so she has easily accessible "cabinets" in her upper body, arms and legs.
One of those holds for example her violin, another an assortment of cleaning agents that are highly poisonous for "living" beings.

lifeline:
- you propose a reasonable solution to a political problem
- a friend (priest, robot) gets religion past polite or reasonable bounds
- you were persecuted and myst carry ID or identification mark (religious lifeline)
- you inherite (+ 1 lvl wealth)
- you invested all your funds in a veture
- you travel to a location found on no map and nobody believes you

goals: I want to convince everybody that the place on no map exists and is important.
More immediate I want to travel to the imperial home city to get my mark erased, then to my home on the northwestern, circular island to take out those who did persecute me (and probably my priest friend).

Additional information:
Noahs character is a female Vargar named Theoxxa Agg
I come from the round hill covered island in the northwest with the mountains in the north and the extended and the extensive fjord system.
What happened so far (starting point):
I employed the Vargar as guide/bodyguard to accompany me there which happened to coincide with their own plans. The place is the Origin (connected to my religion, this is the place where all robots are conceived) and actually is on the map (the little island in the northeast corner, behind the tree) and travelled back with her to her tribe/village.
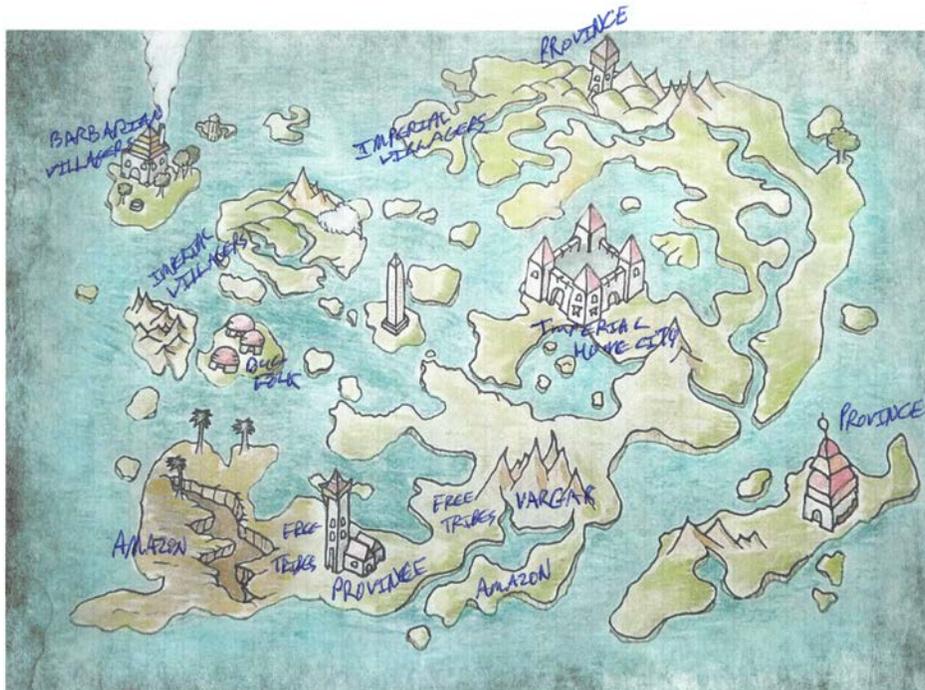
Aim (dexterity)   7

This is your character's hand-eye coordination and accuracy with thrown objects. It's used when throwing a grapnel or tossing an item to a friend.

Carry on (stamina)   16

do whatever it was you were doing, in adverse circumstances

Contacts (cunning)   5

the ability of a character to locate a thief, poison shop, fence, or loan shark. It's also the character's knowledge of illegal activity in the area. A character may use his shady connections to gain information, although a contact may require a bribe or favor in return for his services. Also used when dealing with criminal types.

Dagger (agility)   13   damage rating   8

applies to all hand-held weapons which can attack stealthily and may be readied surreptitiously

Dodge (agility)   13

escape combat, avoid a falling object, or dodge his attackers. When a character dodges in combat, he cannot be hit by any opponent with a damage rating which is less than or equal to his Dodge roll. In addition, he receives +1 column on his Defense rolls versus all other foes this turn. If a character rolls a Catastrophic Dodge, he stumbles and must roll Passable on Agility or else fall down. Because he is concentrating on avoiding harm, a character cannot attack on the same turn he

dodges. Dodge is also used for tumbling. A character who rolls out of the way of a stampeding horse would make a Dodge roll. So if a character did a back flip out a window, he would use Dodge to determine the outcome.

Empathy (Alertness)   16

Your character uses Empathy to determine how another character feels by interpreting gestures, tone of voice, and body language. Empathy reveals a foe's emotional state (such as fear, love, hatred, suspicion, or anger). Empathy cannot be used on animals (use the Nature skill instead).

Criminal tendencies, phobias, and mental illnesses can be detected by Empathy, provided the character has time to study the patient.

listen (alertness)   16

primarily when eavesdropping, Listen can also be used to distinguish garbled sounds or track distance via sound waves. Use it to see if a character notices the chains rattling in the basement, or the eerie moaning behind the attic door.

Locate

both literally to discover where someone is (when they don't want you to), and mysteriously to appear where they are, unexpectedly

sudden strike (cunning)   5

attacking from concealment or from apparent unreadyness

Poison (knowledge)   11

ability to prepare and apply poisons. A failure indicates that the character has been poisoned. Metallic poisons, such as arsenic, can be found but they are extremely rare, and unrecognizable as a poison by most people. It is also possible for a person to create a totally new poison by blending plants, metals and even magic.*Before reading this in the original LL I was imagining Thirteen using cleaning agents as poison. Need to talk to the others about that!*

Obey

+2 colum shift for using a speciality when someone else tells them to do it.

Quickness (agility)   13

a character's speed and reflexes. It is used to determine if your character can react before some event occurs. Use it to draw your weapon before your opponent, or to grab an item before it falls out a window. Quickness may also be used to decide which player can act first during a turn.

Repair (mechanical)   15

see notes on Mechanical

Sanity (intelligence)   11

measures the character's resistance to insanity. When characters are confronted by extremely dangerous and unnatural situations, the referee may require them to make Sanity Checks.

Stealth (agility)   13

ability to move on foot without being noticed. It is used when hiding, sneaking up on someone, or shadowing a foe. Sincea foe cannot counterattack during the turn in which he is surprised, a successful Stealth roll can give a

character the advantage he needs to subdue his opponent. When following someone, the Stealth roll is required as long as the victim is in sight.

Tweak (mechanical)   15

see notes on Mechanical

Wake up (alertness)   16

perceive dangers, disturbances or even just someone's presence while asleep or similarly inattentive

Weird Lore (fate)   7

gain information about something which has nothing at all to do with the person or thing you are interacting with, via logic and associations that make no sense to anyone else

Regarding most of the Mechanical specialties, these are very narrow and have very specific forms of overlap among them, so to do most interesting inventing and making things, you have to combine exactly the specialties you need. To actually create something, you need Build; otherwise, you have to be working with an existing device. For other details of making and modifying things, see the Inventor Type description in Legendary lives.